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☐	L29	707/1-4.ccls.	4624
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☐	L19	L1 and (text same (pattern or position or match$ or replac$))	182
☐	L18	L1 and (text adj1 stream)	10
☐	L17	(text same stream$ same filter$).ab.	18
☐	L16	(text same stream$ same filter$).ti.	0
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☐	L14	(text near stream near filter$)	3
☐	L13	(text adj1 stream adj1 filter$)	0
☐	L12	L1 and (filter$ adj1 text)	7

09/929,442

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☐	L11	L1 and (filter$ adj1 text adj1 stream)	0
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☐	L4	chang-jane.in.	1
		DB=USPT; PLUR=NO; OP=OR	
☐	L3	L2 and (filter same configuration)	14
☐	L2	(L1).pn. (4862408 4864501 5481711 5544354 5577241 5651095 5652897 5673390 5687378 5694523 5708822 5752052 5778400 5805775 5812818 5878386 5926784 5963894 5968127 5983237 5999896 6014517 6061519 6061519 6076051 6085201 6085162 6108627 6108620 6115544 6151609 6181320 6202201 6219646 6219646 6236959 6246977 6286017 6385568 6405162 6618715 6640006 6098042 6130099 6112212 5752058 5748975 5896321 5195136 4285049).pn. (5267051 5283833 5293474 5422996 5550569 5551030 5668926 5875448 5930756 6018735 6088673 6151576 6173250 6177928 6182028 3925761 4249180 4335073 4393463 4402058 4401985 4431870 4459586 4463444 4493049 4498150 4498148 4498147 4503516 4506301 4527252 4555700 4562304 4606664 4610025 4773039 4777596 4797921 4803726 4815130 4853878 4857910 4862167 4870662 4881075 4890324 4893339 4897876 4916738 4971407).pn. (5003307 5014313 5016009 5023785 5025399 5060149 5051886 5201033 5241597 5243149 5243520 5245337 5260778 5274779 5278981 5293164 5293466 5311182 5331431 5339172 5347625 5377311 5392036 5402148 5414425 5414650 5436627 5442747 5444445 5455577 5459826 5463390 5471575 5475432 5479536 5479587 5481594 5506580 5515082 5519787 5532694 5532693 5543850 5555435 5557615 5563535 5590295 5592667 5606690 5608819).pn. (5640551 5659755 5664216 5675708 5684876 5689255 5701153 5724449 5737595 5764271 5784504 5787231 5790599 5796826 5796411 5809471 5809276 5825830 5848295 5862374 5867114 5877764 5877711 5907705 5915079 5940585 5946398 5949438 5952942 5959637 5990972 5999934 6003087 6005851 6014368 6035268 6041295 6047252 6052657 6075571 6076094 6078696 6091768 6122379 6122376 6128633 6138231 6195701 6225922 6226443).pn. (6225922 6226443 6249784 6250928 6259043 6278780 6285786 6314456 6324334 6337747 6347323 6351761 6359910 6373534 6374250 6408092 6411974 6421643 6433881 6438545 6452615 6466999 6470140 6507369 6515756 6526222 6602299 6611213 4339782 5448680 5717913 5892847 6148049 6226642 6226642 6256415 6453073 6615266 5940584 6199081 6318023 6614930 6055494 5913038 4584532 4935706 5238577 5293382 5438633 5541994).pn. (5890103 6181829 6185328 6185336 6229923 6347153 5555343 5337233 4887212 5276880 5400434 5469223 5317730 6281933 5535318 4991094 5337258 5467435 5469532 5469533 5471563 5471564 5629846 5805174	295

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☐	L1	5839100 6097496 6208972 5729743 5893119 6122657 5742357 5519780 5922194 6157736 6298151 6389163 4395729 4573135 4972357 5351314 5365277 5602599 5657421 5661527 6044178 4868750 6003005 6173262 5678052 5905972)	640

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Results 1 - 1 of 1 **short listing**

1 Evaluating and optimizing autonomous text classification systems 77%
David D. Lewis
Proceedings of the 18th annual international ACM SIGIR conference on Research and development in information retrieval July 1995

Results 1 - 1 of 1 **short listing**

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1 A workbench for project oriented software engineering courses 77%

Leslie J. Waguespack , David F. Hass

ACM SIGCSE Bulletin , Proceedings of the fifteenth SIGCSE technical symposium on Computer science education January 1984

Volume 16 Issue 1

We present the Computer Science Scholar's Workbench, a tool kit written in Pascal suitable for research and teaching. It has advantages over contemporary workbenches, UNIX and INTERLISP: a host to support the tool kit costs less than $3,000, the tools are free-available in source from publications, and the tools are written in Pascal which is widely used in academic environments. We discuss a) course requirements and problems unique to project oriented software engineering classes, b ...

2 Interactive Editing Systems: Part II 77%

Norman Meyrowitz , Andries van Dam

ACM Computing Surveys (CSUR) September 1982

Volume 14 Issue 3

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1 Embedded video in hypermedia documents: supporting integration and adaptive control 80%

Dick C. A. Bulterman

ACM Transactions on Information Systems (TOIS) October 1995

Volume 13 Issue 4

As the availability of digital video becomes commonplace, a shift in application focus will occur from merely accessing video as an independent data stream to embedding video with other multimedia data types into coordinated hypermedia presentations. The migration to embedded video will present new demands on application and support environments: processing of any one piece of video data will depend on how that data relates to other data streams active with ...

2 Interactive Editing Systems: Part I 80%

Norman Meyrowitz , Andries van Dam

ACM Computing Surveys (CSUR) September 1982

Volume 14 Issue 3

3 A workbench for project oriented software engineering courses 77%

Leslie J. Waguespack , David F. Hass

ACM SIGCSE Bulletin , Proceedings of the fifteenth SIGCSE technical symposium on Computer science education January 1984

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4 Posters and Short Papers: Spatial navigation of media streams 77%

Steele Arbeeny , Deborah Silver
Proceedings of the ninth ACM international conference on Multimedia October 2001

Interactive multimedia walkthrough applications are useful tools for visualizing complex areas. These environments permit navigation through a virtual space based on intuitive actions like "go forward" or "go left". The space is generally constructed using computer graphics models and enhanced with video, still images, and sound. While video is usually incorporated into these models, it is played as taken, and generally as a dependent media, i.e. the navigation controls do not control the video ...

5 Interactive Editing Systems: Part II 77%
Norman Meyrowitz , Andries van Dam
ACM Computing Surveys (CSUR) September 1982
Volume 14 Issue 3

6 A Java programming tool for students with visual disabilities 77%
Ann C. Smith , Joan M. Francioni , Sam D. Matzek
Proceedings of the fourth international ACM conference on Assistive technologies November 2000

7 Chimera: hypermedia for heterogeneous software development enviroments 77%
Kenneth M. Anderson , Richard N. Taylor , E. James Whitehead
ACM Transactions on Information Systems (TOIS) July 2000
Volume 18 Issue 3

Emerging software development environments are characterized by heterogeneity: they are composed of diverse object stores, user interfaces, and tools. This paper presents an approach for providing hypermedia services in this heterogeneous setting. Central notions of the approach include the following: anchors are established with respect to interactive views of objects, rather than the objects themselves; composable, n-ary links can be established between a ...

8 Toward active, extensible, networked documents: multivalent architecture and applications 77%
Thomas A. Phelps , Robert Wilensky
Proceedings of the first ACM international conference on Digital libraries April 1996

9 IRIS hypermedia services 77%
Bernard J. Haan , Paul Kahn , Victor A. Riley , James H. Coombs , Norman K. Meyrowitz
Communications of the ACM January 1992
Volume 35 Issue 1

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Results 1 - 19 of 19 **short listing**

1 Pen computing: a technology overview and a vision 80%

André Meyer

ACM SIGCHI Bulletin July 1995

Volume 27 Issue 3

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

2 Automated message understanding—a real-world prototype 77%

Thomas Jenkins , Alain Gaillard , Heather Holmback , Aki Namioka , John Darvish , Philip Harrison , Michael Lorbeski

Proceedings of the third international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 1 June 1990

We describe our prototype message processing system, designed to perform automatic database update from telexes dealing with aircraft Reliability and Maintainability issues. This system is being studied to replace a largely manual process currently in use at Boeing, which suffers from the standard problems of inefficiency, inconsistency, and difficulty of maintenance. The system we are developing combines a natural language processing subsystem for free-form text processing with automatic t ...

3 A new model for handling input 77%

Brad A. Myers

ACM Transactions on Information Systems (TOIS) July 1990

Volume 8 Issue 3

Although there has been important progress in models and packages for the output of graphics to computer screens, there has been little change in the way that input from the mouse, keyboard, and other input devices is handled. New graphics standards are still using a fifteen-year-old model even though it is widely accepted as inadequate,

and most modern window managers simply return a stream of low-level, device-dependent input events. This paper presents a ...

4 Scalable feature selection, classification and signature generation for organizing large text databases into hierarchical topic taxonomies 77%

Soumen Chakrabarti , Byron Dom , Rakesh Agrawal , Prabhakar Raghavan

The VLDB Journal — The International Journal on Very Large Data Bases August 1998

Volume 7 Issue 3

We explore how to organize large text databases hierarchically by topic to aid better searching, browsing and filtering. Many corpora, such as internet directories, digital libraries, and patent databases are manually organized into topic hierarchies, also called *taxonomies*. Similar to indices for relational data, taxonomies make search and access more efficient. However, the exponential growth in the volume of on-line textual information makes it nearly impossible to maintain such taxono ...

5 Software and document engineering: Supporting document and data views of source code 77%

Michael L. Collard , Jonathan I. Maletic , Andrian Marcus

Proceedings of the 2002 ACM symposium on Document engineering November 2002

The paper describes the use of an XML format to store and represent program source code. A new XML application, srcML (SouRCe Markup Language), is presented. srcML presumes a document view of source code where information about the syntactic structure is layered over the original source code document. The resultant multi-layered document has a base layer of all the original text (and formatting). The second layer is the syntactic information, derived from the grammar of the programming language, ...

6 Spoken dialogue technology: enabling the conversational user interface 77%

ACM Computing Surveys (CSUR) March 2002

Volume 34 Issue 1

Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems have been developed and, in some cases, introduced into commerc ...

7 Papers: On the move: From desktop to phonetop: a UI for web interaction on very small devices 77%

Jonathan Trevor , David M. Hilbert , Bill N. Schilit , Tzu Khiau Koh

Proceedings of the 14th annual ACM symposium on User interface software and technology November 2001

While it is generally accepted that new Internet terminals should leverage the installed base of Web content and services, the differences between desktop computers and very small devices makes this challenging. Indeed, the browser interaction model has evolved on desktop computers having a unique combination of user interface (large display, keyboard, pointing device), hardware, and networking capabilities. In contrast, Internet enabled cell phones, typically with 3-10 lines of text, sacrifice ...

8 Technical Papers: Inferring the environment in a text-to-scene conversion system 77%

Richard Sproat

Proceedings of the international conference on Knowledge capture October 2001

There has been a great deal of work over the past decade on inferring semantic information from text corpora. This paper is another instance of this kind of work, but is also slightly different in that we are interested not in extracting semantic information per se, but rather real-world knowledge. In particular, given a description of a particular action --- e.g. *John was eating breakfast* --- we want to know where John is likely to be, what time of day it is, and so forth. Humans on hear ...

9 BEAT: the Behavior Expression Animation Toolkit 77%

Justine Cassell , Hannes Högni Vilhjálmsson , Timothy Bickmore

Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

The Behavior Expression Animation Toolkit (BEAT) allows animators to input typed text that they wish to be spoken by an animated human figure, and to obtain as output appropriate and synchronized nonverbal behaviors and synthesized speech in a form that can be sent to a number of different animation systems. The nonverbal behaviors are assigned on the basis of actual linguistic and contextual analysis of the typed text, relying on rules derived from extensive research into human conversationa ...

10 Interactive Editing Systems: Part II 77%

Norman Meyrowitz , Andries van Dam

ACM Computing Surveys (CSUR) September 1982

Volume 14 Issue 3

11 Geographic Data Processing 77%

George Nagy , Sharad Wagle

ACM Computing Surveys (CSUR) June 1979

Volume 11 Issue 2

12 The virtual human as a multimodal interface 77%

Daniel Thalmann

Proceedings of the working conference on Advanced visual interfaces May 2000

This paper discusses the main issues for creating Interactive Virtual Environments with Virtual Humans emphasizing the following aspects: creation of Virtual Humans, gestures, interaction with objects, multimodal communication.

13 Speech analysis and synthesis on a personal computer 77%

Yousif A. El-Imam

Proceedings of the 1986 ACM SIGSMALL/PC symposium on Small systems December 1986

A personal computer based system which can be used for speech digitization and acquisition, editing and segmentation, analysis and encoding, synthesis and replay and the study of language phonetic properties is described.The system is user interactive and can be used either in a stand-alone mode to provide all the functions needed for constructive synthesis and synthesis-by-analysis or linked to a host computer to provide additional signal processing capabilities which are useful ...

14 PELLPACK: a problem-solving environment for PDE-based applications on multicomputer platforms 77%

E. N. Houstis , J. R. Rice , S. Weerawarana , A. C. Catlin , P. Papachiou , K.-Y. Wang , M. Gaitatzes

ACM Transactions on Mathematical Software (TOMS) March 1998

Volume 24 Issue 1

The article presents the software architecture and implementation of the problem-solving environment (PSE) PELLPACK for modeling physical objects described by partial differential equations (PDEs). The scope of this PSE is broad, as PELLPACK incorporates many PDE solving systems, and some of these, in turn, include several specific PDE solving methods. Its coverage for 1D, 2D. and 3D elliptic or parabolic problems is quite broad, and it handles some hyperbolic problems, Since a PSE should p ...

15 "Maximal-munch" tokenization in linear time 77%

Thomas Reps

ACM Transactions on Programming Languages and Systems (TOPLAS) March 1998

Volume 20 Issue 2

The lexical-analysis (or scanning) phase of a compiler attempts to partition an input string into a sequence of tokens. The convention in most languages is that the input is scanned left to right, and each token identified is a "maximal munch" of the remaining input—the longest prefix of the remaining input that is a token of the language. Although most of the standard compiler textbooks present a way to perform maximal-munch tokenization, the algorithm th ...

16 XXL: a dual approach for building user interfaces 77%

Eric Lecolinet

Proceedings of the 9th annual ACM symposium on User interface software and technology November 1996

17 Application of OODB and SGML techniques in text database: an electronic dictionary system 77%

Jian Zhang

ACM SIGMOD Record March 1995

Volume 24 Issue 1

An electronic dictionary system (EDS) is developed with object-oriented database techniques based on ObjectStore. The EDS is composed of two parts: the Database Building Program (DBP), and the Database Querying Program (DQP). DBP reads in a dictionary encoded in SGML tags, and builds a database composed of a collection of trees which holds dictionary entries, and several lists which contain items of various lexical categories. With text exchangeability introduced by the SGML, DBP is able to acco ...

18 A digital on-demand video service supporting content-based queries 77%

T. D. C. Little , G. Ahanger , R. J. Folz , J. F. Gibbon , F. W. Reeve , D. H. Schelleng , D. Venkatesh

Proceedings of the first ACM international conference on Multimedia September 1993

19 The Datacycle architecture 77%

T. F. Bowen , G. Gopal , G. Herman , T. Hickey , K. C. Lee , W. H. Mansfield , J. Raitz , A.

Weinrib
Communications of the ACM December 1992
Volume 35 Issue 12

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1 Extending the microcosm model to a distributed environment 82%

Gary Hill , Wendy Hall

Proceedings of the 1994 ACM European conference on Hypermedia technology September 1994

In recent years, there has been significant growth in the use of computer networks to support electronic delivery of information. As the volume of available information has grown, a need for powerful tools that can manage access has arisen. It has been suggested that hypertext techniques can provide such a facility.The Microcosm system is a hypertext link service developed at the University of Southampton. The system is based upon a modular architecture which allows the functiona ...

2 A type driven hardware engine for Prolog clause retrieval over a large knowledge base 80%

K.-F. Wong , M. H. Williams

ACM SIGARCH Computer Architecture News , Proceedings of the 16th annual international symposium on Computer architecture April 1989

Volume 17 Issue 3

Whereas existing Prolog systems are very effective at handling small knowledge bases, they are not very efficient at and often incapable of handling large sets of clauses. Large knowledge bases which may comprise millions of clauses and are shared by a number of users, may need to reside in secondary memory. In such cases exhaustive search is inordinately slow. Various approaches have been put forward for handling the problem, most of which involve coupled systems (loosely ...

3 A rapid method for digital filtering 80%

John R. B. Whittlesey

Communications of the ACM September 1964

Volume 7 Issue 9

Since much of the computer time spent in time-series analysis is used for multiplications, a minimum multiplication method was devised for digital filtering, with the expectation that it would be useful in the online, real-time analysis of biological data. The filters are constructed from a succession of readily analyzable components in a manner that facilitates cascading. The repertoire of frequency response curves includes relatively good low-pass and band-pass designs. Programs are avail ...

4 Dynamic algorithm transformation (DAT) for low-power adaptive signal processing 80%

Manish Goel , Naresh R. Shanbhag
Proceedings of the 1997 international symposium on Low power electronics and design August 1997

5 Satyr and the Nymph: software archetype for real time robotics 77%

J. Bradley Chen , Brian S. R. Armstrong , Ronald S. Fearing , Joel W. Burdick
Proceedings of 1986 fall joint computer conference on Fall joint computer conference November 1999

6 Surveillance: Multi-camera spatio-temporal fusion and biased sequence-data learning for security surveillance 77%

Gang Wu , Yi Wu , Long Jiao , Yuan-Fang Wang , Edward Y. Chang
Proceedings of the eleventh ACM international conference on Multimedia November 2003

We present a framework for multi-camera video surveillance. The framework consists of three phases: *detection*, *representation*, and *recognition*. The *detection* phase handles multi-source spatio-temporal data fusion for efficiently and reliably extracting motion trajectories from video. The *representation* phase summarizes raw trajectory data to construct hierarchical, invariant, and content-rich descriptions of the motion events. Finally, the *recognition* ph ...

7 Student best paper contest: Proscenium: a framework for spatio-temporal video editing 77%

Eric P. Bennett , Leonard McMillan
Proceedings of the eleventh ACM international conference on Multimedia November 2003

We present an approach to video editing where movie sequences are treated as spatio-temporal volumes that can be sheered and warped under user control. This simple capability enables new video editing operations that support complex postproduction modifications, such as object removal and/or changes in camera motion. Our methods do not rely on complicated and error-prone image analysis or computer vision methods. Moreover, they facilitate an editing approach to video that is similar to standard ...

8 Transport layer abstraction in event channels for embedded systems 77%

Ravi Pratap M , Ron K. Cytron , David Sharp , Edward Pla
ACM SIGPLAN Notices , Proceedings of the 2003 ACM SIGPLAN conference on Language, compiler, and tool for embedded systems June 2003
Volume 38 Issue 7

As embedded systems increase in complexity and begin to participate in distributed systems, the need for middleware in building such systems becomes imperative. However, the use of middleware that fully implements such standards can impose a significant increase in footprint for an application, making it unsuitable for use in

embedded systems. We consider the use of a standard CORBA event channel in a setting where distribution and inter-language support are unnecessary. We report our experience ...

9 New directions in traffic measurement and accounting: Focusing on the elephants, ignoring the mice 77%

Cristian Estan , George Varghese
ACM Transactions on Computer Systems (TOCS) August 2003
Volume 21 Issue 3

Accurate network traffic measurement is required for accounting, bandwidth provisioning and detecting DoS attacks. These applications see the traffic as a collection of flows they need to measure. As link speeds and the number of flows increase, keeping a counter for each flow is too expensive (using SRAM) or slow (using DRAM). The current state-of-the-art methods (Cisco's sampled NetFlow), which count periodically sampled packets are slow, inaccurate and resource-intensive. Previous work showed ...

10 Session 6B: analog and RF simulation: Noise analysis of phase-locked loops 77%

Amit Mehrotra
Proceedings of the 2000 IEEE/ACM international conference on Computer-aided design November 2000

This work addresses the problem of noise analysis of phase locked loops (PLLs). The problem is formulated as a stochastic differential equation and is solved in presence of circuit white noise sources yielding the spectrum of the PLL output. Specifically, the effect of loop filter characteristics, phase-frequency detector and phase noise of the open loop voltage controlled oscillator (VCO) on the PLL output spectrum is quantified. These results are derived using a full nonlinear analysis of the ...

11 FRAMES: Software tools for modeling, rendering and animation of 3D scenes 77%

Michael Potmesil , Eric M. Hoffert
ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques August 1987
Volume 21 Issue 4

12 Summary cache: a scalable wide-area web cache sharing protocol 77%

Li Fan , Pei Cao , Jussara Almeida , Andrei Z. Broder
IEEE/ACM Transactions on Networking (TON) June 2000
Volume 8 Issue 3

13 Design and implementation of a software bridge with packet filtering and statistics collection functions 77%

A. Khan , N. Al-Darwish , M. Guizani , M. Benten , H. Youssef
International Journal of Network Management September 1997
Volume 7 Issue 5

This article starts with the formulation of the complete design problem. Possible design strategies are then identified and adopted along with the reasons for adoption. Finally, the article describes the implementation of the proposed bridge. © 1997 John Wiley & Sons, Ltd.

14 A systematic approach to creating and maintaining software documentation 77%
Allison L. Powell , James C. French , John C. Knight
Proceedings of the 1996 ACM symposium on Applied Computing February 1996

15 A general purpose proxy filtering mechanism applied to the mobile environment 77%
Bruce Zenel
Wireless Networks October 1999
Volume 5 Issue 5

16 Constraint-based user interfaces for simulations 77%
Raimund K. Ege
Proceedings of the 20th conference on Winter simulation December 1988
Many simulation environments lack modern user interfaces. This paper describes an approach to user interfaces that is very well suited for object-oriented simulation environments. Our approach views user interfaces as constraints that are maintained between separate objects. The constraints and the participating objects are modeled with a type language that captures the important aspects of an interface. Some of these aspects are the relationships and their types between various presentatio ...

17 Energy-efficient signal processing via algorithmic noise-tolerance 77%
Rajamohana Hegde , Naresh R. Shanbhag
Proceedings of the 1999 international symposium on Low power electronics and design August 1999

18 Reconfigurable computing: what, why, and implications for design automation 77%
André DeHon , John Wawrzynek
Proceedings of the 36th ACM/IEEE conference on Design automation conference June 1999

19 Transparent filtering of streams in GLADE 77%
Laurent Pautet , Thomas Wolf
Proceedings of the conference on TRI-Ada '97 November 1997

20 The design and performance of a real-time CORBA event service 77%
Timothy H. Harrison , David L. Levine , Douglas C. Schmidt
ACM SIGPLAN Notices , Proceedings of the 12th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications October 1997

Volume 32 Issue 10
The CORBA Event Service provides a flexible model for asynchronous communication among objects. However, the standard CORBA Event Service specification lacks important features required by real-time applications. For instance, operational flight programs for fighter aircraft have complex real-time processing requirements. This paper describes the design and performance of an object-oriented, real-time implementation of the GORBA Event Service that is designed to meet these requirements.This pape ...

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